

City of Fort Lauderdale

Parks & Recreation Department

MILLS POND PARK

The PLACE to PLAY!



Softball League Rules
2017 version

2201 NW 9th Avenue
Fort Lauderdale, FL 33311

League Office: (954) 828-8943

Rainout Hotline/Field Conditions: (954) 828-5977 or 954-828-0530

EMAIL: MillsPondAthletics@fortlauderdale.gov

Website: www.fortlauderdale.gov/millspond

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RULE 1 – LEAGUE ORGANIZATION

1.1 FORMAT:

- A. All leagues consist of a 10 game season, plus playoffs for the top 4 (four) teams within the division.
- B. League officials reserve the right to amend the format of the league and/or playoffs due to weather or any unforeseen circumstances.

1.2 SCHEDULES:

- A. Managers will be called with their first game time prior to the start of the season.
- B. All schedules will be posted online prior to the start of the season at www.fortlauderdale.gov/millspond
- C. Schedules will be posted nightly on the league information board located behind the softball trailer office.
- D. Schedules will be updated daily on the Mills Pond Hotline at (954) 828-5977 or 954-828-0530.
- E. Make-up schedules will be updated and posted on the league website at www.fortlauderdale.gov/millspond
- F. Printed schedules will not be issued. All schedules and updates are posted on the league website. Remember to refresh the webpage to get the most current information.

1.3 SCORING:

- A. The home team (team listed second on the schedules) will be the official scorekeeper.
- B. League office will provide all teams with a team scorebook, to be picked up on the first night of play at the softball complex trailer.
- C. It is recommended that both teams keep a scorebook.
- D. If the home team does not have an official scorekeeper the visiting team may become home team by keeping the official scorebook.

- E. If neither team keeps the book, the umpire is the official scorekeeper and no protests regarding scoring will be accepted. The umpire's decision will be final.
- F. Scores are reported to the league official via the umpires' scorecard. The winning team must initial the umpires' scorecard.
- G. Standings are updated and posted each night on the league information board located behind the softball trailer office as well as on the league website:
www.fortlauderdale.gov/millspond
- H. Please check your standings to make sure they are accurate.

1.4 MANAGERS RESPONSIBILITY:

The Manager is the primary link between their team and league management. It is the manager's responsibility to obtain all information regarding league play at Mills Pond Park. This responsibility includes:

- A. Register team into appropriate league.
- B. Obtain pertinent league information such as a rules book, schedules, and scorebook.
- C. Have all players completely fill out, sign team roster, and have it submitted to league office before the first game.
- D. Submit a playoff roster by your 7th game.
- E. Assume all financial responsibility for league fees. Submit fees and league roster on time.
- D. Inform league office of changes in manager's address, contact number(s) and/or email address.
- F. Explain Mills Pond rules to team members.
- G. Maintain control over team members in *all* circumstances including disputes on the field. Umpires will discuss disputes on the field with the manager only. Players are not to question an umpire's call or ruling.
- H. Players are required to carry a driver's license or other official photo I.D. to each game and produce it upon request by an umpire or league official.

1.5 MAKE-UP GAMES:

All games cancelled (by league office or due to weather) will be made up on the same night of league play when possible. All Makeup games will be updated and posted on the league website at www.fortlauderdale.gov/millspond

1.6 RESCHEDULING GAMES:

If at any time, a team is unable to play a scheduled game (due to an unforeseen circumstance), it is our policy to reschedule the game with approval from the opposing team if the time permits within the league's schedule. **Rescheduling request must be done at least one (1) week in advance or the game will not be rescheduled.**

The team needing to reschedule must:

1. Contact league office at 954-828-5386 (Osmin), 954-828-8946 (Ben) and/or email us at MillsPondAthletics@fortlauderdale.gov about rescheduling games.
2. Call opposing team regarding game rescheduling.
Call the main office 954-828-8943 for assistance.
3. Inform the office of opposing team's decision.

1.7 RAINOUTS / LIGHTNING:

- A. In the event that rain occurs between the time you call and the time you arrive, please understand, our primary goal is to SAFELY play softball. If in doubt, come out!
- B. Information will be updated regarding rainouts 1 hour prior to the start of the first game. At this time, if the game is rained out, the message on the rainout line will be updated with the necessary information. If games get rained out at any time when games are being played, the message will then be updated accordingly.
For rainout information please call (954) 828-5977 or 954-828-0530..
- C. Please do not call the league office for weather conditions.

D. In the event of rain or inclement weather during a game, the game may be considered official after five innings of play (4 ½ if the home team leads).

E. If a rainout occurs during playoff games, the game will be replayed from the start unless it is a complete game (4 ½ or 5 innings).

F. Per the City of Fort Lauderdale lightning policy, when the lightning warning system sounds (one 15-second horn blast), the outdoor facility must be cleared of all patrons as soon as possible. All persons must seek and remain in buildings or vehicles. All persons must wait until the weather clears and the all-clear signal sounds (three five-second blasts) before patrons can resume play. **Activities may only resume once the all-clear signal sounds.**

1.8 Forfeits

A. Any team forfeiting more than two games (as a no show or without calling the office) will be dropped from the league.

B. A forfeited game will be scored as 10-0.

1.9 Team Classification

A. All Men's, Coed, and Corporate Coed teams will be classified as Division 1 (Advanced), Division 2 (Intermediate), Division 3 (Recreational), Division 4 (Beginner/New Teams).

In the interest of fair play, any team registered in Division 3 **will not** be allowed to have any Division 1 players or players deemed to be a detriment to the league (to be determined by league officials). Additionally D2 players will not be allowed in D4. If a team is in violation of this rule, appropriate penalties will be exercised. (See section 1.11)

B. All teams are required to remain in the division that they last participated in while part of the previous softball league with the following exceptions:

1. Any team will be allowed to move up a division upon registration.

2. Any team finishing first or second in the regular season and/or playoffs will be eligible to move up to the next highest division.

3. With **league approval only**, will a team be permitted to drop down a division.

4. The league reserves the right to move any team up, down, or allow them to stay in the same division at our discretion.
- C. Any team comprised of 7 or more of the same players as the previous season will be considered a returning team (Team may be asked to provide complete roster prior to registration.)
- D. New teams are asked, in the spirit of fair play, to place themselves in a division they feel best suited to compete in. There will be a 2 week evaluation period at the start of the season in which teams have the opportunity to request a change.

1.10 Team Roster/Waiver Form

- A. Team rosters are limited to 20 players.
- B. **The Roster/Waiver form is due before the first game.** It is the manager's responsibility to submit a complete roster (name, signature, address and email address for each player). The team must submit a completed roster to the league official before the start of their first game. If the team has not turned in a completed roster before the start of the first game, the time used to complete the roster will be taken off the game time.
- C. **An add/drop period for players will be offered until the seventh played game. After this point, NO roster changes can be made. NO EXCEPTIONS!**
- D. As stated previously, any team playing in Division 3 may not have any Division 1 players (which are deemed to be a detriment to the league) on their roster or D2 players in D4.
- E. **Roster/Waiver must be filled out in complete form: print name, signature, address, email address and telephone number. No signature makes for an ineligible player. Once the team's roster is submitted and signed by a league official, the roster is considered an official roster.**
- F. The submission of the original roster and any add/drop changes must be made in person at Mills Pond Park with either Osmin or Ben only.
- G. Original rosters (office copies) will be used for any protest involving player eligibility and also during playoffs. Players must be on the team's original roster and have matching I.D. to be an eligible player.
- H. **Team rosters (office copy) will be checked during all playoff games.**

1.11 Player Eligibility

- A. Players may not compete on more than one team in the same division on the same night. (i.e. Joe's Bar and Bob's Bar in the Men's Division 1 on Tuesday night)
- B. Players may compete on more than one team in different divisions on the same night. (i.e. Joe's Bar in the Men's division 1 and Bob's Bar in the Men's Division 2 on Wednesday Night.)
- C. The opposing team may only protest the players' eligibility until the completion of the 3rd inning. After this time, no protests involving the players' eligibility will be accepted unless a new player enters the game at which time, it must be protested and solved as the new player enters the game either offensively or defensively.
 - 1. If a team files a player protest, the protesting team must also have a roster on file. Otherwise the protest will not be accepted.
 - 2. A league official will be made aware of the protest. The team's roster (office copy) will be used. If no roster exists, the game will be declared a forfeit in the favor of the protesting team.
 - 3. Players are required to carry a driver's license or other official photo I.D. to each game and produce it upon request by an umpire or league official.
- D. If in violation, protests will result in the ejection of the team captain and violating player. Ejected players must leave the field.

1.12 League Playoffs

- A. League playoffs will be played amongst the top 4 teams within the Division. The format will be played as follows:
 - 1. 2nd place vs. 3rd place at 6:45pm
1st place vs. 4th place at 7:45pm
 - 2. The winners of the above will play for the championship at 8:45pm
- B. If two subdivisions of a division exist (i.e. Men's Division 1 - American and 1 - National on Monday nights) the top 4 teams from each subdivision will be admitted to the playoffs, forming an 8-team playoff. The first playoff game will be versus a team from the opposing subdivision using the same format from section A above.

- C. Playoffs will be held on the same night of league play following the conclusion of the regular season (time and weather permitting).
- D. All playoffs are single elimination. Playoff games are scheduled for one hour after roster check is completed. There will be no time limit during the championship game. The run rule will be in effect (see rule 3.11)
- E. Players may play for any team during divisional playoffs provided that they are on the team's original roster. Only one team per division. (see rule 1.11 A)
- F. Rosters will be checked during all playoff games. Players must produce official photo identification to match their name and signature on the roster.
- G. Highest seed will be made home team (or visitor if they chose). If teams have the same seed, home team will be determined by coin flip. Home teams for all championship games will be determined by coin flip.
- H. There will be a run rule during all playoff games.
(see rule 3.11) 20 after 3 innings or 12 after 5 innings
- I. There will be a Kansas City tie-breaker (see rule 3.6) and a time limit during all playoff games, except for the championship game.
- J. If rainout occurs during a playoff game, the game will be replayed from the start of the game unless 5 innings have been completed (4 ½ if the home team is winning).
- K. During playoffs all protests must be made before the next pitch is thrown.
- L. The League Director can expand the payoff bracket if needed.
- M. No New inning will begin after 60 minutes.

1.13 League Standings

- A. Current league standings will be posted at the softball office on the night of play as well as on the league website at www.fortlauderdale.gov/millspond

It is the manager's responsibility to check them for correctness and notify the league office of any errors.

- B. Final standings will be determined at the conclusion of each divisions regular season.
- C. All end of regular season ties will be settled by the following tie-breaking system:
 - 1. Head to head win - loss record, if still tied...
 - 2. Head to head run differential, if still tied...
 - 3. Win - loss record versus best common opponent, if still tied...
 - 4. Run differential versus best common opponent, is still tied...
 - 5. Won - loss record versus 2nd best common opponent.
 - 6. Ad infinitum.

1.14 Insurance

The City of Fort Lauderdale will not be liable for any medical expenses or claims for property damage. Players, managers, and spectators are not protected by medical or liability insurance while on Mills Pond Park property (City of Fort Lauderdale).

1.15 League/Playoff Awards

- A. A team plaque is given for the regular season champion, regular season runner-up, and playoff champion.
- B. Individual awards (12) are given for the regular season and playoff champions.

RULE 2 – ATHLETIC CODE OF CONDUCT

2.1 Player Code Of Conduct

It is our intent to provide all participants with a safe and secure environment while participating in any City of Fort Lauderdale Parks and Recreation adult athletic leagues.

Due to the nature of sports competition, situations result in which players, spectators, coaches, and/or teams are ejected from sport contests. These guidelines are a reference for the range of suspensions that will be issued if individual(s) are ejected from a sport or site.

2.2 Pitching Screen

The pitching screen is a rectangle screen that is placed in front of the pitching rubber.

1. A batted ball that hits a portion of the pitching screen will be declared a foul ball and there will be no advance of the runners. A batter will be called out if they hit the screen twice during the same at bat. The courtesy foul will not apply when this occurs.
 - A.A batter with a 1-2 count who hits the net for the first time will be allowed a courtesy foul if they have not already used it.
 - B.A batter can hit the screen one time and be called out such as when a batter has 1-2 count and has already used their courtesy foul and proceeds to hit the net.
2. The pitcher must let the umpire know where they want the screen to be placed each inning before a pitch is thrown. The pitching screen must remain no more than 2 feet in front of the pitching rubber, and must protect at least 50% of the rubber.
3. The screen will not be moved once a pitch has been thrown to start an inning.
4. Any thrown ball that hits the pitching screen will remain a live ball.
5. Any pop fly in the vicinity of the pitching screen, in the umpire's judgment, regardless of how many players are on base, will be treated as a dead ball out. There will be no advance of the runners.

2.3 Collisions

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact.

Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire's discretion. When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

2.4 Offenses/Actions

Level 1 Offenses

Description: This includes ejections from a game based on infractions and/or all non-physical offenses, which are inherently illegal in the sport and diminish the quality of sportsmanship. Examples include but are not limited to:

1. Derogatory remarks or actions towards participants, league officials and/or City staff.
2. Profanity towards participants, league officials and/or City staff.
3. A fake tag.

Level 1 Actions

Removal of player from game, by umpire/league official.

Verbal warning, conference with individual player and team captain.

Repeated Offenses:

1. Verbal warning, conference with individual player/team captain.
2. Playing privileges may be revoked, 1-week suspension.

Level 2 Offenses

Description: Ejections for unsportsmanlike conduct of a physical nature directed towards other participants, league officials, and/or City staff. Intent to injure, induce physical force, or continued aggressive behavior. Examples include, but are not limited to:

1. Verbal threats directed towards participants, league officials, and/or City staff.
2. Bullying/provoking a fight.
3. Throwing a bat or ball at a person.
4. Theft of City of Fort Lauderdale property.

Level 2 Actions

1. Removal of player from game, by umpire/league official.
2. Playing privileges revoked, minimum 2-week suspension depending on severity. If physical force used, the individual will be suspended for the rest of the season.
3. Conference with individual player/team captain informing of revoked playing privileges.
4. Notification in writing of revoked playing privileges.

Repeated Offenses:

1. Conference with individual player/team captain informing of revoked playing privileges.
2. Playing privileges revoked, minimum 1 season suspension, depending on infraction/severity. If 2nd offense is only verbal, suspension will be 1-week more than previous suspension amount.
3. Notification in writing of revoked playing privileges to individual player/team captain.

E. Level 3 Offenses

Description: Malicious and/or Aggressive physical contact towards a participant, league official, and/or City staff before, during, or after any sports contest. Examples include, but are not limited to:

1. Intentional, and/or flagrant striking, spitting, pushing, slapping, or elbowing a participant, league official and/or City staff.
2. Repeated threats/harassment towards a participant, league official, and/or City staff.
3. Fighting with weapons, bats included.
4. Intentional property damage to any City of Fort Lauderdale property.

F. Level 3 Actions

1. Immediate removal of player from game or facility, by umpire, league official, or City staff.
2. Playing privileges revoked immediately, 1-year suspension, depending on severity.

3. Conference with individual player/team captain informing of revoked playing privileges.
4. Notification in writing of revoked playing privileges to individual player(s)/team captain, team may be placed on probation.

Repeated Offenses:

1. Conference with individual player(s)/team captain informing of revoked playing privileges.
2. Playing privileges revoked, permanent suspension depending on severity, team may be placed on probation.
3. Notification in writing of revoked playing privileges to individual player/team captain, team may be placed on probation.

Repeated/Serious Team Infractions

1. Incase of continued and/or serious infractions by same team, a team may be revoked of playing privileges.
2. Permanent suspension from athletic league may result based on severity of infractions.

RULE 3 - GAME RULES

3.1 Governing Rules

All games will be played under Mills Pond Park rules with reference to the USSSA rulebook for game rules not covered in the Mills Pond Park rulebook.

3.2 Required Number of Players

(Coed division has an exception to this rule see Coed Rule (3.12).

A. Nine (9) players must be present at game time or a forfeit will be declared.

B. A tenth player may be added anytime before the start of the fifth inning.

If a team starts with ten (10) players and one (1) player is ejected or leaves the game for any reason, except injury (see rule 3.4) the team may continue the game with nine (9) players but will receive an out in the position of the ejected or vacated player. If no substitute is available. If a team starts with eleven (11) players and one or two (1 or 2) players are

ejected or leave the game for any reason, except injury (see rule 3.4) the team may continue the game with ten (10) players or nine (9) players, but will receive an out in the position of the ejected or vacated player(s), if no substitute is available.

3.3 Extra Player

(Coed division has an exception to this rule see Coed Rules 3.12).

1. The extra player (EP) is the eleventh player and may only be inserted at the start of the game. This person is an extra hitter and is not in the game defensively.
2. If a team begins the game with the EP and a player is ejected and no other substitutes are available, the EP may be an eligible substitute to play defensively. However, the vacancy in the batting order resulting from the ejected player will be considered an automatic out if a substitute is not available.
3. At any time during the game, the EP may enter and play defensively switching the defensive player to the EP. The original EP must remain in the same place in the batting or for the entire game.

3.4 Injured Player

If a player is injured during a game, the team will not be penalized with an out in the spot of the injured player. (Coed division has an exception to this rule see Coed Rules 3.12)

3.5 Regulation – Official Game

Game length is seven innings or when the one hour time limit has expired. In the event of rain or any other unforeseen circumstance, a game may be considered official after 5 innings of play, or 4 ½ if home team leads. This rule applies for playoffs as well. After 5 innings of play, or 4 ½ if home team leads, no substitute players can be added to the game unless an injury has occurred.

Each batter will start with a one-one count with an extra foul.

All games tied at the end of the regulation game will be played to completion using the Kansas City tie breaker (3.6)

3.6 Kansas City Tie Breaker

If the score is tied after seven innings or the time limit expires the offensive team will place the last official out on second base. The next batter in the lineup will start with a full count (one pitch). This procedure is repeated until a winner is declared.

3.7 Game Time

- A. All games will be scheduled with a time limit of one hour or 7 innings, whichever comes first.
- B. Umpires keep the official time. It is the coach's responsibility to get the start time from the home plate umpire so there is no discrepancy at the end of the game. The game time will be posted on the bulletin board, online, and on the rainout hotline.
- C. Playoff games are scheduled for 1 hour after the roster has been checked.
- D. No New inning will begin after 60 minutes.

3.8 Grace Period

- A. A ten (10) minute automatic grace period will be given for the first game of the evening. The game will then be played assuming the original game time.
- B. There will be no grace period for any scheduled game after the first game on each field.

3.9 Courtesy Runner

- A. Each team will be allowed one courtesy runner per inning. The courtesy runner must be of the same sex as the original runner, and doesn't have to be the last out.
- B. If the courtesy runner is up to bat while on base, it will result in an out in the batters lineup.
- C. Time must be called and the umpire must be notified of the use of a courtesy runner.

3.10 Home Run Limits - Per Game

COMPETITIVE LEAGUE

MENS Division 1:	(3) home runs at anytime then (1) Up (no Max)
CORPORATE COED Division 1:	(3) home runs at anytime then (1) Up (no Max)
COED Division 1:	(3) home runs at anytime then (1) Up (no Max)
MENS Division 2:	(2) home runs at anytime then (1) Up (Max 5 total)
CORPORATE COED Division 2:	(2) home runs at anytime then (1) Up (Max 5 total)
COED Division 2:	(2) home runs at anytime then (1) Up (Max 5 total)

RECREATIONAL LEAGUE

MENS Division 3:	(1) home run per game per team
CORPORATE COED Division 3:	(1) home run per game per team
COED Division 3:	(1) home run per game per team
MENS Division 4:	(0) home runs per game per team
CORPORATE COED Division 4:	(0) home runs per game per team
COED Division 4:	(0) home runs per game per team

Any home run hit after the team limit will be considered an out.

3.11 Run Rule

There is a run rule of 20 after 3 complete innings and 12 after 5 complete innings of play.

3.12 Coed Rules

- A. Teams should have an equal number of males and females (total of 10 players). Teams may start the game with a minimum of 9 players (male and/or female breakdown must be 4 to 5 of either sex) and a maximum of 12 players if the EP rule is utilized – **both male and female EP must be used**. The batting lineup shall consist of alternating sexes with a female leading off.

B. If a team begins with 9 players, an automatic out is given in the spot of the missing male/female. The missing person's out must be taken at the end of the batting order (9th spot if female, 10th spot if male).

The automatic out is waived when the first of two same-sex batters is walked.

C. In the event of any injury, the EP (male or female) may be used as an eligible substitute with the other EP (male or female) being dropped. If no EP or other eligible substitute is available, an automatic out is given in the spot of the injured player.

D. When a male batter is walked, the following female batter has the option of accepting a walk or taking her normal at bat. The male is awarded first and second base and must touch bases in order. (Defensive team must appeal before the next pitch.)

E. If a female touches first base before the male batter that was previously walked, the male batter is out.

F. Defensive positioning shall consist of the following:

1. 3 males and 3 females in the infield in any position.
2. 2 males and 2 females in the outfield in any position.

G. At no time may the number of players in the game from either sex exceed five (5). (six (6) if the EPs are used)

H. Both males and females will use the 12" ball. The 200-foot line will be in effect when females are at bat. Outfielders may not be inside the line; infielders are not allowed to play in the grass or in front of the baseline (FOR FEMALE PLAYERS ONLY.)

Penalty - batter is automatically awarded first and second base, and must touch both bases in order. All runners will advance if forced.

3.13 Corporate Coed

A. A team must have a minimum of three females on the playing field at all times, more than three females may play.

- B. If only two females are available, the team may play with 9, no EP can be used and an out must be taken in the spot of the missing female. One female will play in the infield and one in the outfield when this occurs.
- C. One female must be in the infield and one in the outfield. The third female may play infield or outfield.

Note: catcher and pitcher is considered an infield position.

- D. Females may bat in any position in the lineup.
- E. If a male batter is walked, the female has the option of accepting the walk or hitting. The male is awarded first and second base and must touch both bases in order. The 200-foot line for females will be in effect. (See 3.12 Coed Rules)
- F. The courtesy runner must be of the same sex as the original runner.
- G. The EP may be utilized, but you must have an extra male and female to make the total number of players in the lineup of 12. If both male and female are not available, the EP may not be utilized.
- H. Both males and females will use the 12" ball. The 200-foot line will be in effect when females are at bat. Outfielders may not be inside the line; infielders are not allowed to play in the grass or in front of the baseline until the ball is batted into play.

Penalty - Batter is automatically awarded first and second base, and must touch both bases in order. All runners will advance if forced.

3.14 Base Interference Rule

Any runner advancing to the next base (where a play may be made at the previous base) cannot interfere with the defensive player making a play. If, in the opinion of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. **Penalty – A dead ball is called, the runner interfering with the play is out and the runner at the base behind him/her is also out.**

3.15 Gate Rule

Gate must be closed at all times. **Penalty - if the ball goes into the dugout of the defensive team, runners advance one base from the last occupied base.** If the ball goes in the dugout of the offensive team, it is dead ball, and the runners do not advance.

3.16 Re-Entry Rule

Any of the starting players may withdraw and re-enter once, providing such player occupies the same fielding position and batting position, wherever he/she is in the lineup. A substitute, who is withdrawn, may not re-enter. The substitute and original defensive player cannot be in the game together. All substitutions must be reported to the home plate umpire.

3.17 Specialty League Rules

All specialty league games will be played under Mills Pond Park Rules excluding the variances listed for the following:

A. **SFAAA League**

1. 6 - 12 Pitching Arc
2. Homeruns per game:
 - Upper Division - 2 Home runs
 - C Division - 1 Home rune
 - D Division - 0 Home runs-
3. May bat 9, 10, 11 or 12 players in lineup
4. No inning starts after 55 minutes
5. Re-entry rule, same as A.S.A.

B. SFSF Women's League

1. 6 - 12 Pitching Arc
2. No homeruns per game
3. May bat 9, 10, 11 or 12 players in lineup
4. No inning starts after 55 minutes
5. 5. Re-entry rule, same as A.S.A

C. Sun-Sentinel

1. Run Rule: 15 runs after 5 innings
2. Unlimited homeruns, batters, and courtesy runners
3. Plays under modified Corporate Coed Rules

D. Thursday Women's League & Men 40+ league– Will play by D4 Rules

RULE 4 – EQUIPMENT & UNIFORMS

4.1 Balls

A. The city will provide all softballs.

D1 & D2 will use the ISA, 375/.44 ball

D3 & D4 will use the ASA, 300/.52 ball

- B. The City will provide one new game ball and three back-up softballs per game. If the ball goes foul (over the fence), or a home run is hit, it is the teams responsibility (that hit the ball over the fence) to retrieve the ball. NO EXCEPTIONS! The game will be stopped if a ball is not available until a ball is retrieved.

4.2 Bats (Bat Testing is in Effect)

- A. All bats approved by USSSA, NSA, ASA, & ISA are legal for league play at Mills Pond.
- B. Bat should be marked with a Bat Performance Factor (BPF) of 1.20 or less if it is a USSSA bat.
- C. No altered, titanium, or senior bats will be allowed.
- D. Any bat not identifiable by the markings on the bat as an approved bat or with any visible cracks, shall be considered illegal.
- E. Any bat barrel with a foreign substance such as spray glue, stick'em, pine tar, or any other substance that may help the bat grip the ball will be removed from the game at the umpire's discretion.

- F. If the bat is clearly illegal (no testing needed), the player using the illegal bat and the owner of the bat will be ejected from the game. An out is called and all action is nullified.
- G. If the bat is in question and is not clearly illegal, the umpire, umpire in chief, director, or city staff, has the right to request the inspection of the bat that is brought into the softball complex. The player will have two options:
1. Admit that the bat has been altered:
 - The player will be ejected from the game, an out is called, and all action is nullified. The game will be scored as a forfeit against the team whose player or players used the illegal bat. No suspensions will be issued.
 2. Allow City Personnel / League Director to test the bat:
 - During testing, the game will proceed normally.
 - If the bat passes compression testing, the bat will be returned immediately.
 - If the bat fails compression testing, the game will be scored as a forfeit against the team whose player or players used the illegal bat. The player using the bat and the owner of the bat will be immediately suspended from all league play at Mills Pond Park for 1-year.
 - Any refusal to allow us to test a bat will result in an immediate 1-year suspension for the player using the bat and the owner for the bat.
 - Suspensions shall be binding on the person using the bat as well as the owner of the bat.
 - Suspensions may not be appealed.
- H. A non-linear bat is a bat whose structure deviates from the traditional single wall, multi wall and/or layered composite designs. The bats' performance will consistently and repeatedly produce BCT results softer than the existing threshold and have not produced a BBS over 98. A list of these bats can be found at the link below: <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment/Non-Linear-Bat-Compression-Thresholds>

4.3 Uniforms

Teams are encouraged to wear similar uniforms. However, there is no mandatory uniform rule. Hats are optional.

4.4 Metal – Tipped Cleats

No metal-tipped cleats are to be worn in league play. A player wearing metal-tipped cleats will be asked to remove them.

RULE 5 – PROTEST POLICY

5.1 Valid Protest

Protests will be accepted in the case of rule interpretation only. No “judgment” call can be protested. Umpires are instructed to accept all protests regardless of their validity and must note it on the scorecard.

5.2 Protest Procedure

- A. The notification of “Intent to Protest” must be made immediately before the next pitch, if it is the conclusion of the game, it must be done before both teams leave the field of play. Once the game is complete and both teams have left the field, no protest can be filed.
- B. The manager or acting manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager. The protest will be noted on the umpire’s scorecard.
- C. The official protest must be filed in writing 24 hours after the start of the game and submitted to the league office directly at Mills Pond Park. The written protest must contain the following:
 - 1. Date, time of game, field game played on.
 - 2. The rule and section of the USSSA/Mills Pond Rule Book under which the protest is being filed.
 - 3. The umpire’s ruling and why it was incorrect (cite the rule).
- D. During divisional playoffs, all protests must be addressed at the time the protest is introduced.

RULE 6 – PARK POLICY

6.1 Alcoholic Beverages

Alcoholic beverages purchased outside of Mills Pond Park are **NOT** permitted to be brought into the softball complex. Alcoholic beverages are not permitted on the playing field or in the dugout. **Consumption of alcoholic beverages in the parking lot is strictly prohibited in all City of Fort Lauderdale Parks unless a permit is obtained.**

6.2 Coolers

Coolers are **NOT** permitted within the softball complex.

6.3 Pets/Service Animals

- Pets are NOT allowed in the park.
- Service Dogs ARE allowed in the park.

Only service dogs that are not housebroken or are out of control and the handler can not or does not gain control will not be permitted on site. Beginning March 11th, 2015 only dogs are recognized as service animals under titles II and III of the ADA. Under the ADA, service animals must be harnessed, leashed, or tethered, unless these devices interfere with the service animal's work or the individual's disability prevents them from using these devices. Individuals who cannot use such devices must maintain control of their animals through voice, signal or other controls.

6.4 Park Rules

The park will determine any situation not covered in these rules. In addition, Mills Pond Park reserves the right to interpret any and all rules, situations, and further reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefit of the league.

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Notes

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